



Monstrous Manual™

Advanced **Dungeons & Dragons®**



Official Advanced Dungeons & Dragons[®]

MONSTER MANUAL II

by Gary Gygax

This is the third of the books in which fantasy AD&D[®] role playing adds to the world outside of computers or imagination through enhanced play, not play itself. T&E and up.



1984, Inc.

Design by Christopher

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SECOND EDITION
Dungeons & Dragons®
MONSTER MANUAL II

*"The most complete alphabetical listing
and description of
the latest AD&D™ game creatures"*

A must for the serious AD&D™
game player. This manual
contains all the new members,
from Abishai to Zygote, including
new creatures like the Deadly
Pudding, Deves, and Valley Elves.
And you'll also have the
advantage of the expanded lists
of lycanthropes, giants, and
other beasts.



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ADVANCED
D & D™

MONSTER MANUAL



AN ILLUSTRATED
COMPENDIUM OF MONSTERS,
AERIAL BEASTS
TO TROLLS

By
Gary Gygax



THE CLASSIC
DUNGEON
TALKING BOOK, BY GYGAX

OVER 300 MONSTERS

MONSTER PROVIDES A
COMBINATION OF STRATEGICAL AND
TACTICAL ASPECTS. MONSTERS
ENTER THE BATTLEFIELD, AND IN A MOMENT
THE ADVENTURE BECOMES AN EPIC
BATTLE. MONSTERS ARE RECRUITED AS
TO PLAYERS AND FUNCTION
IN THE BATTLE.

For Example

QUEST

QUEST: Help me
NUMBER OF QUESTS: 1
QUEST CLASS: 1
MON: 10
QUESTS: 3
QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10

QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10
QUESTS: 10

The quest is the main story of the game. It is a
series of challenges that the player must complete
in order to progress. The quest is the main story
of the game and the player must complete
it in order to progress. The quest is the main
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it in order to progress.